Based on the best-selling fantasy series by
ROBERT JORDAN

THE WHEEL OF TIME

INFOGRAMES

LEGEND
ENTERTAINMENT COMPANY

PC
CD
ROM

CONTENTS

INTRODUCTION

"The Wheel of Time™ turns and Ages
come and go. What was, what will be,
and what is, may yet fall under the Shadow."

In **THE EYE OF THE WORLD**, Robert Jordan began an epic tale that introduced fantasy readers to the immortal, cyclical struggle between the Dragon and the Dark One. Now, the battle leaves the pages of the bestselling books and a new chapter is added to the saga.

Long ago, in the Age of Legends, mankind unwittingly released the Dark One into the world. Powerful magic eventually locked him away again, but the "seals" to his prison were lost in the chaos that followed. Thousands of years later, four opposing forces seek to recover these seals, each with their own agenda.

In the single-player game, you take the role of Elayna Sedai, Keeper of the Chronicles of the White Tower, as she scrambles through a story of intrigue and deception in a last ditch attempt to retrieve one of the seals stolen from the stronghold of the Aes Sedai sisterhood.

When the game opens, the Aes Sedai have two of the seals to The Dark One's ethereal jail. But there is trouble brewing in the White Tower. Seven sects of the Aes Sedai live in the spiral haven (Elayna is a member of the Brown Ajah, the sect dedicated to the collection of knowledge). But there are rumors of an eighth, secret sect, whose members have dedicated their souls to the Dark One.

Known as the Black Ajah, these sisters have quietly gathered their power and waited for the right moment to strike. Now, they have betrayed the White Tower to an army of invaders who capture one of the seals. When the Amyrlin Seat - the leader of the Aes Sedai - discovers this treachery, she cedes the leadership of the sisterhood to Elayna, the only one who has the power to recover the stolen seal.

In the multiplayer scenarios, you'll assume the personality of one of four characters (Elayna, The Leader of the Children of Light, The Hound, or The Forsaken) as they battle for ultimate power. Each of these characters has their own motive for wanting the remaining seals, and not all of them are good. It's up to you to choose the light or the dark path to achieve your goal - no matter the cost!

INSTALLATION

Refer to the Wheel of Time "**installation**" file for installation instructions and more informations. (this file is located within the CD in the extra manual folder) WARNING!
The last Direct 3D patch (Patch 333b) on the internet doesn't work with this release of "Wheel Of time".

RUNNING THE GAME

To start the game, double-click the Wheel of Time icon on your desktop or in your Start menu to launch the game and bring up the Main Menu.

OBJECT OF THE GAME

There are three modes of play in The Wheel of Time:

In the **SINGLE-PLAYER GAME**, you will experience the epic world of the Wheel of Time through 18 single player levels tied together by narrative cut-scenes. You play the role of Elayna Sedai, the main character in a story that unfolds as you play; your goal is to recover a cuendillar seal that has been stolen from the White Tower.

In the **MULTIPLAYER ARENA GAME**, your goal is simply to maximize your score by taking out other players with spells cast from magical artifacts. Arena mode is essentially a death match.

In the MULTIPLAYER CITADEL GAME, your goal is to be the first to acquire four seals and place them on the altar in your Citadel (a customizable fortress that you'll have a chance to modify to your taste).

MENUS

The **MAIN MENU** will appear on your screen each time you launch Wheel of Time. You can also access the **MAIN MENU** at any time during the game by pressing the **ESC** key.

Navigation through all the menus in Wheel of Time works the same way:

Use the **UP AND DOWN ARROW** keys on your keyboard to move from option to option on the menu.

Use the **RIGHT AND LEFT ARROW** keys to change an option. In most instances, a brief explanation of the currently highlighted option will appear at the bottom of the menu screen.

Hit the **ESC** key at any time to back out of an option or menu.

Hit **ENTER** to confirm your choices.

The following is the entire menu structure...

MULTIPLAYER

JOIN GAME
Favorites
WOT Servers
Arena
Citadel
LAN Servers
Populated Servers

PLAYER CONFIG
Name
Character
Skin

ARENA SERVER
Select Map
Number of Kills to Win
Time Limit
Cycle Arena Levels
Player Count Limit
Max Client Framerate
Server Name
Admin Password
Game Password
Launch Dedicated Server

CITADEL SERVER
Number of Citadels
Select Map
Time Limit
Number of Kills to Win
Number of Seals to Win
Seals per Citadel
Automatic Team Selection
Player Count Limit
Maximum Team Size
Max Client Framerate
Server Name
Admin Password
Game Password
Launch Dedicated Server

SINGLE PLAYER

TUTORIAL
NEW GAME
Easy
Medium
Hard
LOAD GAME
SAVE GAME

CONTROLS

CUSTOMIZE CONTROLS
- Fire
- Jump/Up
- Move Forward
- Move Backward
- Strafe Left
- Strafe Right
- Turn Left
- Turn Right
- Next Hand
- Previous Hand
- Drop Item
- Mouse Look
- Look Up
- Look Down
- Center View
- Walk
- Strafe
- Reset To Defaults

INVERT MOUSE
MOUSE SENSITIVITY
ALWAYS MOUSELOOK
AUTO SLOPE LOOK
LOOKSPRING
CROSSHAIR
VIEW BOB
JOYSTICK ENABLED
GORE DETAIL

HARDWARE

Brightness
Toggle Fullscreen Mode
Select Resolution
Advanced Options
VSync
Master Detail Control
Geometry Detail
Texture Detail
Decoration Detail
Max Number of Decals
Particle Density
Volumetric Lighting
Sound Quality
Master Volume
Music Volume
Music

QUIT

9

Game commands are as follows:

Basic Movement and Firing

MOUSE MOVEMENT: Use the mouse to look around and change orientation

↑ ↓ ← → **: Move Forward, Move Backward, Strafe Left, and Strafe Right**

SPACE BAR: Jump

LEFT MOUSE BUTTON: Fire

Advanced Movement (Recommended)

Use the mouse to change orientation

W, S, A, D: Move Forward, Move Backward, Strafe Left and Strafe Right

RIGHT MOUSE BUTTON: Jump

LEFT MOUSE BUTTON: Fire

NOTE: The reason that we recommend this setup is that it puts your left hand in a position to quickly change your artifact selection.

Special Keys

ESC: Summon main menu/return to game from menu

T + MESSAGE: Talk, or Say "Message" (used in multi-player – broadcasts to all)

Y + MESSAGE: Broadcasts to team-mates in multi-player team games

G,H,J,K,L,;: Character specific taunts

1, 2, 3… 0: Select shown artifact in hand/select next artifact in hand

[: Select previous hand

]: Select next artifact

~: Summon Console/Banish Console

TAB: One line console command—Enter or ESC to leave

Function Keys

F1: Help

F2: Research Selected Artifact

F3: Mission Information (Single Player Game)

F4: Scoreboard (Multiplayer Arena and Citadel Game)

F5: Quick Save (Single Player Game)

F6: Quick Load (Single Player Game)

F7: Save Menu (Single Player Game)

F8: Load Menu (Single Player Game)

F9: Screen Shot

F10: Edit Citadel (Citadel Game)

F11: Increase Brightness

F12: Toggle Full Screen

Mouse Wheel Artifact Selection

If you have a mouse wheel, you can roll it to run through the available artifacts.

$\mathcal{T}$ *his section explains all the information that is displayed on the Heads Up Display (HUD) during gameplay.*

Character Portrait, TOP LEFT:
Displays character choice or current image. Health number is beneath. A green border around the character portrait indicates that something is seeking you.

Key icon, BENEATH PORTRAIT:
Indicates the keys that you carry. Useful for opening doors.

Good Effects icon, RIGHT OF PORTRAIT:
An icon here usually indicates that something good is affecting you. You are usually the source of these effects.

Bad Effects icon, TOP RIGHT:
An icon here indicates that something bad is affecting you. These effects usually originate from elsewhere.

Timer, TOP RIGHT:

A few single player missions are time-based. If time is a factor in the victory conditions for a mission, a timer will appear in the upper right corner of the screen.

New Artifact icon, BENEATH BAD EFFECTS ICONS:

When this appears, you've just discovered an artifact that you've never before encountered. This is your clue to research the artifact by pressing F2.

Artifacts, BOTTOM:

The large square icons at the bottom of the screen represent the active ter'angreal (magical artifacts). They are organized into "hands" that you can select by pressing the key corresponding to the number on the left border of the icon. Pressing a key once will display all artifacts in that "hand"; pressing again cycles between the artifacts in that hand. Notches above the artifact icon indicate the number of artifacts in that particular hand; the yellow notch indicates which one is currently selected. Charge numbers are at the bottom of the frame.

Dialog Messages from other players,
UNDER CHARCTER PORTRAIT:

Text messages from other players appear under the portrait in the upper left corner of the screen.

Death Messages, UPPER RIGHT:

Death messages appear in the upper right under any icons that may appear there.

In addition to the HUD information, there are some other on-screen cues that you should be aware of:

"Carrying Seal" indication:

In multiplayer citadel play, a glowing seal appears over the head of a player character who is carrying a seal.

Respawning artifacts in the single player game:

While respawning (re-appearing) artifacts are common in multiplayer, they are rare in the single player game. A blue nimbus effect around an artifact in the single player game missions indicates that the artifact will respawn at that location if all charges are used.

THE TUTORIAL

Ⓣhe first option on the main menu allows you to launch the in-game Tutorial. The Tutorial will introduce you to the basics of game play for both the single and multiplayer components of the Wheel of Time. You'll learn:

· How to navigate through the game environments

· How to find, research, and use ter'angreal (magical artifacts)

· What to expect in terms of game puzzles

· How to use the Citadel Editor to place traps and troops

The Tutorial also provides you with a little bit of story background and game play so the experience should be fun AND educational; we recommend you run through it even if you are an experienced action gamer.

PLAYING THE SINGLE PLAYING GAME

Once you've run through the Tutorial level, you're ready to begin the Single Player Game. To start a new game, select SINGLE PLAYER from the main menu, then NEW GAME. Pick a level of difficulty - EASY is for novice gamers, MEDIUM is for someone who has played a first person 3D game before, and HARD is for very experienced FPS players - and you're off to the races.

In Jordan's world, ter'angreal were tools- magical artifacts designed to perform specific functions. Some had to be activated and energized with the One Power, and could only be used by Aes Sedai. Others could be used by anyone. The game boasts 40 of these artifacts, which can be used either for offensive or defensive purposes.

When you acquire an artifact, it is placed into one of several slots on your HUD, depending on its type. If you press F2 when an artifact is selected, a pop-up screen will provide information about its use, accompanied by a relevant quote about it from the book series.

The following is a list of each of the artifacts in the game and what it does.
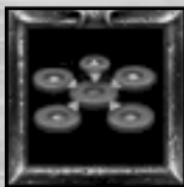
1. ABSORB

EFFECT: Absorb weaves a shield around you for a short time. If a weave from another ter'angreal strikes it, the artifact that generated that weave is snatched from the owner's grasp and placed in your inventory.

ELEMENTS: Air, Water, Spirit, Fire, Earth

2. AIR PULSE

EFFECT: Air Pulse pushes a small, quick weave of air directly in front of you. If the blast of air strikes someone, the weave hits like a hammer, inflicting significant damage. The artifact continually replenishes its power from the One Source, so charges are not expended.

ELEMENTS: Air

3. AIR SHIELD

EFFECT: Air Shield forms a protective barrier that prevents all air-based weaves or environmental hazards from affecting you.

ELEMENTS: Air

4. AURA OF UNRAVELING

EFFECT: Immediately after the ter'angreal is laid, anyone walking nearby–as well as any projectiles that strike the box–will trigger it. For a short time, the area surrounding the artifact acts as a dead-zone: artifacts do not activate, currently active effects disappear, and weaves launched into this area dissipate. Shields are ineffective against it. The only exception to this is Balefire.

ELEMENTS: Earth, Fire, Water, Air, Spirit

5. BALEFIRE

EFFECT: Balefire launches a stream of light which travels through everything, even through walls. Anything the light touches is loosened from the timeline. Most objects and victims disappear as if they never existed, although cuendillar seals are impervious to this effect. Balefire first gathers its power (by holding the fire button), and then releases its power (by releasing the fire button); the longer the effect gathers, the more powerful it is when loosed.

ELEMENTS: Fire, Air, Water

6. CHAIN LIGHTNING

EFFECT: For as long you continue to activate Chain Lightning, the ter'angreal weaves an aura of electricity around you. Touching someone else in this state

creates a link between you and your target; touching more targets creates more links. The lightning damages all victims until you run out of charges, you stop expending charges, you are damaged, or the target runs far enough away. Any of these will break the circuit. If activated in water, Chain Lightning affects anyone within the water, including the user.

ELEMENTS: Water, Fire, Air

7. CHAMPION

EFFECT: The Champion ter'angreal summons the strongest creature under your command–extremely powerful, but also very headstrong.

ELEMENTS: Spirit

8. DART

EFFECT: The Dart ter'angreal focuses the One Power into a weak burst of energy. Although a single charge may not necessarily inflict much damage, the artifact can spray multiple Darts at a victim in a very short time.

ELEMENTS: Fire, Air

9. DECAY

EFFECT: For a short while, Decay slowly drains away both the target's health and the charges of all held artifacts.

ELEMENTS: Water, Spirit

10. DISGUISE

EFFECT: As long as you continue to activate the artifact, Disguise cloaks you with the image of the nearest creature or person.

ELEMENTS: Spirit

11. DISTANT EYE
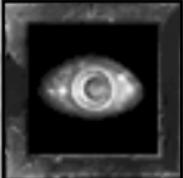
EFFECT: Activating Distant Eye fixes its location. Dropping the ter'angreal causes it to "forget" its initial location. After placement, a subsequent activation allows you to look through the Eye—to see whatever it sees—as long as you remain still. Invoking the Eye while using it fires a stream of Darts at whatever the eye is trained on. The floating Eye itself is fragile, and can be easily destroyed.

ELEMENTS: Air, Earth

12. EARTH SHIELD

EFFECT: Earth Shield forms a protective barrier that prevents all earth-based weaves or environmental hazards from affecting you.

ELEMENTS: Earth

13. EARTH TREMOR

EFFECT: The Earth Tremor ter'angreal launches a concentrated weave of earth power. Any surface it touches erupts in a violent tremor, extremely dangerous to anyone caught within.

ELEMENTS: Earth

14. EXPLOSIVE WARD

EFFECT: As long as you are looking directly at a flat surface, activating the ter'angreal affixes a Ward upon it. Walking near the Ward, or striking it with a projectile, causes it to unravel in an explosion of Earth. If nothing triggers it, the weave automatically explodes after a while.

ELEMENTS: Earth, Fire
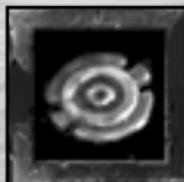
15. FIND TARGET

EFFECT: For a short time, all seeking weaves automatically target the nearest victim, regardless of line of sight.

ELEMENTS: Air, Spirit
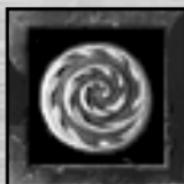
16. FIREBALL

EFFECT: The Fireball ter'angreal launches a concentrated weave of fire. It explodes upon impact with anything except water, which causes it to fizzle.

ELEMENTS: Fire

17. FIRE SHIELD

EFFECT: Fire Shield forms a protective barrier that prevents all fire-based weaves or environmental hazards from affecting you.

ELEMENTS: Fire

18. FORK

EFFECT: For a short time, Fork erects a shield. Although artifact weaves that penetrate this shield still affect you, a duplicate attack is launched back at the originator.

ELEMENTS: Air, Spirit, Water, Earth, Fire

19. FREEZE

EFFECT: The ter'angreal wraps its target with a frozen weave of water, making movement impossible during the short time that the ice is melting.

ELEMENTS: Water

20. GUARDIAN

EFFECT: The Guardian ter'angreal summons a captain of the type that you command.

ELEMENTS: Spirit

21. HEAL

EFFECT: With each activation, the Heal ter'angreal raises your health slightly.

ELEMENTS: Water, Air, Spirit

22. LEVITATE

EFFECT: While you continue to activate Levitate, you float slightly above the ground. This effect is not flight, however; a thin weave of air merely cushions your descent.

ELEMENTS: Air

23. LIGHT SPHERE

EFFECT: Activating the ter'angreal weaves a simple sphere of light. The sphere accompanies you, until unraveled by a subsequent activation.

ELEMENTS: Fire, Air

24. MINION

EFFECT: The Minion ter'angreal summons a "grunt" or soldier of the type that you command.

ELEMENTS: Spirit

25. PERSONAL ILLUSION

EFFECT: Personal Illusion weaves your image before you, an ethereal copy of you, and leaves it there to fool others, especially very magic-sensitive enemies such as Mashadar or Machin Shin. Although not solid, this image can be targeted by other weaves. It dissipates after some time.

ELEMENTS: Air, Spirit

26. PERSONAL SHIELD

EFFECT: Personal Shield surrounds you with a weave that blunts all damage-dealing attacks, internal or external. It is a permanent effect, although it can be worn away by said attacks. Subsequent activation replenishes the shield's strength.

ELEMENTS: Air
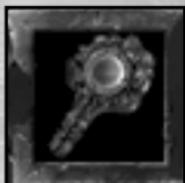
27. REFLECT

EFFECT: For a short time, Reflect surrounds you with a shield that causes any weave that strikes it to bounce back at the originator. You are not affected by the attack.

ELEMENTS: Air, Fire, Earth, Water, Spirit

28. SEEKER

EFFECT: Seeker launches an explosive projectile at a target, gathering speed as it hunts the target down. Unless countered, Seeker explodes upon impact.

ELEMENTS: Fire, Air
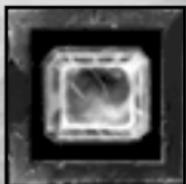
29. SEVER

EFFECT: This ter'angreal erects a barrier between you and your target. It lasts for a short time, unless you continue to activate the artifact. This barrier unravels any weaves that strike it.

ELEMENTS: Air, Spirit, Earth, Fire, Water

30. SHIFT

EFFECT: Shift instantly moves you a few paces ahead of your current location, through all obstacles, as long as the destination is clear. Any weaves currently locked on to you lose their target.

ELEMENTS: Spirit, Air

31. SOUL BARB

EFFECT: For a short time, Soul Barb's target takes damage whenever he activates an artifact--more powerful artifacts inflict more damage.

ELEMENTS: Spirit

32. SPIRIT SHIELD

EFFECT: Spirit Shield forms a protective barrier that prevents all spirit-based weaves or environmental hazards from affecting you.

ELEMENTS: Spirit

33. SWAP PLACES

EFFECT: This ter'angreal switches your position with that of your target. Swap Places tricks any weaves that currently track you into now tracking your target, and vice-versa.

ELEMENTS: Spirit

34. TAINT

EFFECT: All ter'angreal held by the target are permanently tainted (unless affected by Unravel or Aura of Unraveling). If the tainted artifacts are used, they cause damage to the user; more powerful artifacts inflict more damage.

ELEMENTS: Spirit, Earth, Water, Fire, Air

35. TRACER

EFFECT: Tracer creates a weave that seeks out the nearest seal, leaving behind a glowing trail. After a short time, the trail slowly fades away.

ELEMENTS: Fire, Air

36. TRAP DETECT

EFFECT: For a short time, Trap Detect makes nearby traps extremely obvious, whether the traps are woven from the One Power or conventional. As you approach a trap, your heart quickens: but more importantly, any trap directly in your view alights with a visual cue that serves to identify both position and function. This cue only shows the closest trap; sweeping the area is recommended to discover more.

ELEMENTS: Water, Air, Earth

37. UNKNOWN

EFFECT: It's not clear how to use this artifact, nor what it does. Quick research reveals nothing.

ELEMENTS: Spirit, Earth, Water, Fire, Air

38. UNRAVEL

EFFECT: For a short time, unravel instantly destroys any weave currently affecting you or located within a small area around you. All effects, woven traps, or projectiles within this radius simply disappear. Naturally, while Unravel is active, you cannot activate additional artifacts.

ELEMENTS: Water, Spirit
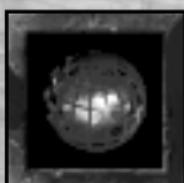
39. WATER SHIELD

EFFECT: Water Shield forms a protective barrier that prevents all water-based weaves or environmental hazards from affecting you.

ELEMENTS: Water

40. WHIRLWIND

EFFECT: As long as you continue to activate Whirlwind, your target is spun and lifted up into the air, in any direction you point.

ELEMENTS: Air

CREATURES & CHARACTERS

1. TROLLOC

Trollocs are the grunt soldiers of the Forsaken, crossbred from human and animal stock. They come in many varieties, but the worst of them are quick, tough, and ferocious; very difficult to kill. They tend to close in on their opponents, preferring to get a good look at their victims while they rip them apart with their axes, although some Trollocs have been known to hurl their weapons as well.

2. MYRDDRAAL

Trollocs are almost impossible to control. They obey only out of fear, and they fear only the Myrddraal. Myrddraal can attack either with a crossbow or with the black swords forged on the slopes of Shayol Ghul, whose blades continue to do damage long after the actual cut. They also have the ability to fade into the shadows and then reappear elsewhere in the dark to strike. Like other captains, the Myrddraal can be commanded to kill intruders, guard an area, guard a seal, run for reinforcements, or sound an alarm.

3. TROLLOC CLAN LEADER

Trollocs are always big and nasty, but only the most horrible climb the ranks to the Clan Leader. This boar-like half-breed towers over his brethren and is armed with a double-sided halberd; devastating up close, but the Leader can also throw it with amazing accuracy. The Trolloc Clan Leader is probably the quickest and most resilient of the Dark One's forces.

4. WHITECLOAK SOLDIER

The soldiers are the backbone of the Children of the Light's fanatical army. Their uniforms include conical helmets, a sunburst shield, and the traditional white cloaks by which they are known. The soldiers are trained to close with their opponents and attack with blades, while using their shields to deflect any physical projectiles. The shields are damaged by such attacks and can eventually be destroyed.

5. WHITECLOAK ARCHER

The archer is a Whitecloak officer; stronger, swifter, and better trained than the soldiers under his command. Although he lacks the soldier's shield, he is armed with a powerful longbow. The archer must kneel on the ground to use it, but once there, he can wait for the target to reveal himself, then let loose an unerring arrow. The archer can be commanded to kill intruders, guard an area, guard a seal, run for reinforcements, or sound an alarm.

6. WHITCLOAK QUESTIONER

Even other Whitecloaks are afraid of the sect called The Hand of the Light. Known among themselves as The Hand that digs out Truth, they are more often known to others as the Questioners. They search for those who have given their souls to the Dark One, forcing confession from their victims using any methods necessary. The Questioners in this remote borderland garrison have been outfitted with a special shield from the Age of Legends that has the power to reflect any projectile back at the attacker. These attacks cause damage, however, and the shields can eventually be destroyed.

7. WARDER

Once a woman becomes Aes Sedai, she may bond a Warder. Men, chosen for their skills at arms, are permanently linked to Aes Sedai sisters and then trained to be protectors. They are also issued a color-shifting cloak that allows them to fade into the background, effectively making them invisible. Warders are among the most fearsome warriors known; some ascribe their uncanny fighting ability to their special bond, but the Aes Sedai deny this.


8. AES SEDAI SISTER

A woman who can touch the One Power usually finds her way to the White Tower to be trained; otherwise, she may find death or insanity. After years of study, passing a final test, and taking the three oaths, she becomes a full sister and must join one of the seven sects–or Ajahs–within the Tower. All Aes Sedai are able to channel the One Power to create powerful offensive and defensive weaves for use in defending the Tower. Sisters can be commanded to kill intruders, guard an area, guard a seal, run for reinforcements, or sound the alarm.

9. AES SEDAI SITTER OF THE HALL

The ruling council of the Aes Sedai is known as the Hall of the Tower, which consists of three representatives, called "Sitters," from each Ajah; the Amyrlin Seat who leads the Hall; and the Keeper of the Chronicles, the Amyrlin's right hand. The Sitters tend to be the most experienced and dangerous sisters in the Tower.

10. MINION

Uninvited guests to the ruined city of Shadar Logoth don't usually leave. The lucky ones die. Others cling to life, but are corrupted by Mashadar—the soulless evil that pervades the city—until they become Minions. Born cowards, Minions hide in the shadows, waiting for a hapless victim to wander nearby. Minions are extremely quick and can evade most standard projectiles, but they prefer to remain still—watching and waiting, especially if they think their movement might be seen. When eyes are turned, they bolt to a pocket of shadows close to their prey, then extend the hooked limbs attached to their backs into the victim's flesh and draw them into the shadows to rend the meat from their bones.

11. MASHADAR TENDRILS

Thousands of years ago, the city of Aridhol—now known as Shadar Logoth, or "Shadow's Waiting" in the old tongue—collapsed under the weight of its own evil. The only resident left was a single evil entity known as Mashadar. It manifests as tendrils of mist which, upon contact with flesh, drain the life force from its victims; Mashadar grows stronger as the victim weakens and eventually dies. Each tendril can be destroyed, which causes it to retract back into the city walls. Mashadar tendrils can be commanded to guard an area, guard a seal, or kill intruders.

12. LEGION

Mashadar lacks a physical form, but it found that it could create one by binding the almost-dead bodies of its victims together, then animate it by manipulating the still-living muscles and tendons. The result is a hulking, lumbering monstrosity. Despite the frail appearance of the collected bodies, Legion can smash its bulk into the ground to cause violent tremors that throw fractured stone chips everywhere. Legion can also unleash a seeking spirit tendril to track down and subdue its prey, readying it for inclusion into its collection.

1. SPEAR TRAP

The spear trap can be placed on any vertical or horizontal surface large enough to support it. It appears as a simple hole. When someone approaches this hole, a thick, dangerous spear shoots out, cutting and pushing the victim back. Afterward, it is drawn back into the hole by a connected chain.

2. TITLING STAIRWAY

Inside of your citadel, every stairway marked with the stair trap icon can be trapped. Once the stair trap is active, it waits until someone reaches the center step, after which all of the steps flatten and send the victim stumbling to the ground below. This keeps people from climbing the stairs, and could potentially push them into other traps at the bottom.

3. PORTCULLIS

All archways marked with the Portcullis icon can be trapped. Once the portcullis is active, it waits for someone to walk beneath the arch. This causes a metal gate to fall from the ceiling, damaging anyone directly underneath, but more likely trapping that person on the other side. Portcullises are much more fragile than walls, and can be destroyed without difficulty.
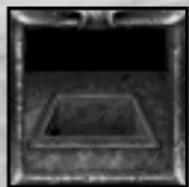
4. PIT

Pits can be placed on any horizontal space large enough to support them. They cannot overlap. Once placed, the pit is rather difficult to see. The square cover appears as a faint netting or grid. It is illusory, a false floor, which sends anyone walking upon it falling into the deep pit below. Hitting bottom causes a fair amount of damage, but vines growing on the pit walls make it easy to climb out.
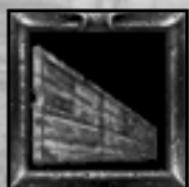
5. WALL

The wall is a hastily built barricade consisting of any convenient materials. It can be placed against any flat vertical surface. The wall extends across the floor to block off possible passage through corridors or rooms. Although the wall is sturdier than a portcullis, it can still be destroyed.
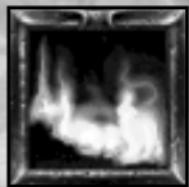
6. FIRE WALL

A fire wall consists of a line of burning boards, sticks, brush–anything flammable. The fire wall can be placed against any flat vertical surface; it extends across the floor to the far wall. While people can cross this line, the fire causes quite a bit of damage in the process. Repeated crossings eventually stamp out the fire.

Arena Game

The Arena game is essentially a death match. The objective of the game is simple: rack up kills by attacking other players with ter'angreal. The interactions between offensive and defensive ter'angreal add a strategic element to combat not found in most other death match games. The combination of seeking weapons (effects that lock onto an opponent and gradually get faster and faster until they reach him no matter where he hides) with defensive artifacts (effects that can bounce back the attack, or absorb it, or cancel it) is an experience that requires just a bit more thought than a traditional death match - but is ultimately much more satisfying.

Citadel Game

𝕿he Citadel game is based on a level composed of two, three, or four Citadels connected to a central world level by portal stones (teleporters). When game play begins, each player controls a citadel. In the more general case, each citadel is controlled by a team, and members of the team start the game in their respective citadels, and use it as a home base. At startup, the each player configures their citadel using Alarms, Seals, Traps (Pit, Spear, Fire, Wall, Stair, and Portcullis), and troops (Grunt, Captain, and Champion). The Alarm, Traps and troops operate in a defensive capacity, enabling the player to focus on an offensive role.
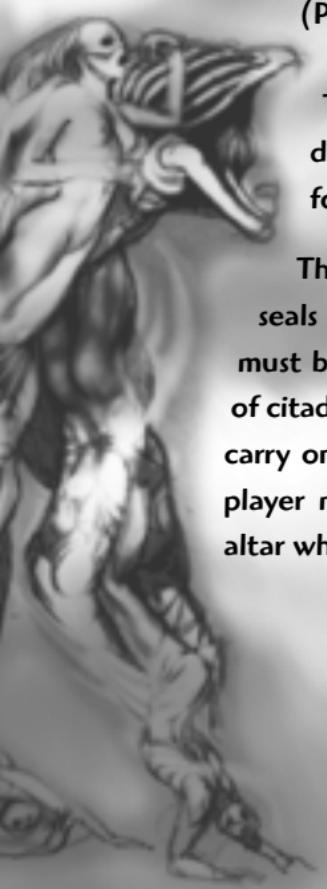
The goal of the game is to capture one or more seals from the enemy. The number of seals that must be captured varies depending on the number of citadels and the server configuration. A player can carry only one seal at a time. To win the game, the player must place one or more enemy seals on his altar while his own seal is also in place.

33

JOINING A MULTIPLAYER GAME

To join a multiplayer game over the Internet or on a local area network, select MULTIPLAYER from the main menu and then JOIN GAME. A browser will pop up that will enable you to connect to any active Wheel of Time servers. Use the tabs along the top to find the server you want to join, then double click on the server name inside the window to join the desired game.

Server information displayed inside the window includes the server name, ping, number of players, game type, and the active map name.

If you're playing over the Internet, remember to have an open Internet connection active before starting Wheel of Time. This usually means that you simply log into your ISP – that will open a TCP/IP connection that Wheel of Time can use to talk to the Internet.

HOW TO PLAY THE CITADEL GAME

$\mathcal{T}$he game dynamic is actually pretty straight-forward. You start with a number of seals (usually two, but this number is configurable from the game server) and you need to collect other seals from opposing players (usually two more – in a typical citadel game, four seals are needed to win).

Players start in their own citadels – a sort of "home base" – and begin the game by using the Citadel Editor to hide their seals and place traps and troops. The goal in placing traps and troops is to defend the seals and make the citadel a very unpleasant place for opposing players.

Once all of the players (or teams) have finished editing, the battle begins. Players defend their own citadels and attempt to breach the citadels belonging to their opponents. The objective is to put a defined number of seals (usually four) on the altar of your own citadel... which means you need to capture seals from your opponents.

$\mathcal{T}$ he first thing to do in a citadel game is use the Citadel Editor to hide your seals and then places traps and troops to defend them.

To enter "edit mode," press F10. (Only the first person to join a team can edit the citadel.) The interface behaves in much the same way as the "Main" interface in that 1, 2, 3, ... 0 are used to select a trap/troop/seal, Left Mouse Click is used to place the resource. Left Mouse Click while pointing at an object will delete it.

Access to the editor is possible only from the team's citadel. (You can't edit an enemy citadel!)

Traps and Alarms

Traps are not activated by and/or do not affect your team. The following traps (and the alarm) can be placed by the Citadel Editor:

ALARM	Sounded by the player's captains to summon troops from different parts of the citadel.
FIRE WALL	Limits movement – causes damage – can be destroyed in stages.
PIT	Limits movement – causes damage.
PORTCULLIS	Blocks movement – causes damage – can be destroyed.
SPEAR	Limits movement – causes damage.

STAIR	Blocks movement.
WALL	Blocks movement – can be destroyed in stages.

Player Classes and Troops

The following player classes are available during game play. Each player has three classes of troops: Grunts (soldiers), Captains (the leader for the soldiers), and Champion (the super-tough troop – also known as a "Boss" character). However, Champions are not available to be placed in four-player games.

AES SEDAI

Grunt:	Warder
Captain:	Sister
Champion:	Sitter

FORSAKEN

Grunt:	Trolloc
Captain:	Myrddraal
Champion:	Clan Leader

HOUND

Grunt:	Minion
Captain:	Mashadar
Champion:	Legion

WHITE-CLOAK

Grunt:	Soldier
Captain:	Archer
Champion:	Questioner
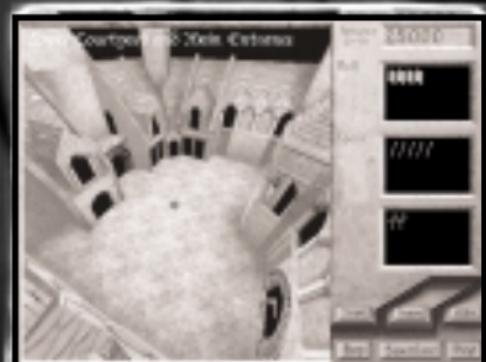
SPECIAL MULTIPLAYER COMMANDS

$\mathcal{T}$ here are a number of special commands and features active during multiplayer game play:

Communication with other players. Hit the TAB key, then type "SAY", space, and any text you want followed by the ENTER key to broadcast comments to all other players (for example, you could hit TAB and type "say I'm coming to get you!!" followed by ENTER – other players would see the text "I'm coming to get you!!" pop up on the screen). You can also press the T key as a short cut – hit T and then type the message you want followed by ENTER.

Team communication. If you want to broadcast to teammates in a team game, use the command "TEAMSAY" instead of "SAY". This works the same way as described above but broadcasts only to players on your team. The Y key is the shortcut for TEAMSAY – hit Y, type your message, and then hit ENTER to broadcast to your team.

Taunts. Hit the G, H, J, K, L, or ; keys to taunt your enemies (each key triggers a unique spoken taunt audible to other players in the vicinity)

LAUNCHING A MULTIPLAYER GAME SERVER

$\mathcal{T}$ o start up a game server, choose MULTIPLAYER from the main menu and then select either CITADEL SERVER or ARENA SERVER to configure your server and then launch it. You have the option to set a number of parameters for the game you're about to start, including the level (map) to play on, the maximum number of players in the game, and the server name. For Arena games you can specify whether or not to cycle through the maps and what defines the end of the game session (e.g. number of kills or a time limit). For Citadel games you can specify the number of seals in each Citadel, the number of seals needed to win, automatic team selection, and the maximum number of people on each team.

To actually start the game, go to the bottom of the ARENA SERVER or CITADEL SERVER menu and select "Launch Dedicated Server".

To run a server on the same machine that you're playing on, launch a dedicated server, make sure you follow the instructions on the screen relating to setting the max client frame rate, and then start up Wheel of Time again. Join a game from the main menu by selecting MULTIPLAYER, then picking JOIN

GAME, and finally finding the server you just launched. When you join you will be running two Wheel of Time sessions – the server and the client that you'll be playing on.

Note: Performance will likely suffer if you're running a server on the same machine you're playing on unless you have a very high-end machine. Also, you will most assuredly want to use a dedicated machine if you expect more than two or three people to play.

GAMEPLAY TIPS

Single Player Game:

Research new artifacts. Remember to research artifacts that you pick up by selecting the new artifact and pressing F2. Researching artifacts will provide you with vital information you need for solving puzzles and effective use in combat.

Pay attention to respawning artifacts. If you're stumped by a puzzle or can't figure out where to go next, think carefully about the re-spawning artifacts you see nearby (artifacts with the blue nimbus effect around them). Respawning artifacts will often be a part of the solution for puzzles you will encounter.

Jump. During the course of game play you will often find yourself confronted with gaps, ledges, outcroppings, parapets, and other geographical features that will require you to jump up, down, or across. Remember that the key to forward progress will often be to… jump.

Save often. You never know what lies around the corner... save early, save often. And don't rely exclusively on the quick save; you probably want different save files for different places in the level just in case you accidentally save with low health or ammo.

Explore! You'll find secret areas with stashes of cool artifacts in the most unlikely places. Be sure to explore the area thoroughly!

Look for clues. If you're stuck and you see a suspicious crack, a boarded up area, or a particularly noticeable feature in a room, then pay attention. This is often a clue to solving a puzzle or finding a secret. (For example, the solution to a puzzle might be to punch through a wall with a fireball).

Multiplayer Arena Game:

Use defensive artifacts to maximum effect. Use your defensive artifacts wisely. For example, while being chased by a seeking projectile, wait until activating "Reflect" until the very last minute... then, when you do reflect, the projectile will return to your attacker at a higher velocity.

Look for "combination effects". Artifacts often interact in interesting ways. For example, you can use "Freeze" to lock an opponent in place and then pummel him to death with fireballs. He won't be able to move.

Trade places with your enemies. Use the "Swap Places" artifact to change places with opponents immediately before you're hit with a barrage of seeking projectiles. They'll be sorry!

Learn the maps. If you know where the rare and cool artifacts spawn, you'll be able to increase your chances that you'll be nearby when a new artifact spawns in to replace one you've picked up.

Multiplayer Citadel Game:

Concentrate your traps and troops for effect. Set up your traps and troops so that any intruder is overwhelmed by the combined effects of spear traps, pits, and attacks from your troops.

Use tilting stairways to block access. Tilting stairways are great for blocking off an entrance to your citadel - this has the effect of funneling the attackers into the other entrances. You can then concentrate your traps and troops for best effect.

Hide your seals well. Use the nooks and crannies in your citadel and pay attention to lighting. Your seals will light up as you place them – but they'll be unlit when game play starts and your enemies come storming in. A dark corner is a good place to hide a seal.

Use Tracer. Tracer is one of the most valuable artifacts in the citadel game. It will lead you to the nearest seal, no matter how well hidden (see above).

Use Earth Tremor to clear the area. When you stumble on a concentration of enemy creatures inside an opponent's citadel, you can clear the area very effectively with Earth Tremor.

HOW TO OPTIMIZE YOUR SYSTEM FOR BEST PERFORMANCE

If the game is running slowly on your machine, you may want to tune the performance parameters available in the HARDWARE menu. Here is some information about the different options:

Master Detail Control: This is the overall master control for performance optimization (note that you can tune the individual parameters as explained below – this is a "master your control" everything). Select MEDIUM to reduce texture detail, particle density, the number of decorations on-screen, and sound quality. Select LOW if performance is suffering even on Medium – you'll be missing out on some cool textures and effects, but game performance should increase significantly. Note that some changes may not take effect until after you start a new level.

Geometry Detail: Setting Geometry Detail to LOW will reduce the level of detail in some of the environments – but will increase performance due to a reduced number of polygons displayed.

Texture Detail: By selecting MEDIUM texture detail instead of HIGH, you will cut the amount of memory used by tex-

tures by up to 75%; this reduces the amount of disk thrashing associated with entering new areas in a level. Unfortunately you are also significantly affecting the visual quality of the game – but this may be necessary to increase the frame rate. Don't select LOW texture detail unless you are having severe performance problems; LOW texture detail will massively degrade visual quality.

Decoration Detail: Performance will increase as you move the slider to the left. As you move the slider you are reducing the number of decorations that appear in the levels (e.g. trees, bushes, lamps, and other environmental elements that are not essential to game play but contribute aesthetic quality).

Max Number of Decals: Decals are the scorch marks, holes, blood splotches, and other environmental effects that appear as a result of player actions. Decals are cool but they exact a price on performance - by reducing the number of decals you increase the frame rate.

Particle Density: Many of the spell effects (e,g, blasts of colored light) and environmental effects (e.g. rain) are created using a particle system. Unfortunately the particle system is a performance pig. If you move the slider to the left you'll reduce the number of particles used for graphical effects and increase performance.

Sound Quality: Set sound quality for game voice and sound effects to low to increase performance by trading 16-bit, 22KHz playback for eight bit, 11KHz play-back. The degradation in actual sound quality shouldn't be too bad and the resulting performance increase should be noticeable. Note: This will not affect cut scenes.

Play Music: This game uses MP3 music playback. While the music adds a lot to the game experience, it also imposes a 5% CPU hit and consumes eight megabytes of memory. Simply put, music saps performance. Turn music off on any system with less than 128MB of RAM. It is also advisable to keep music off for machines with lower end CPUs (anything under a PII/300).
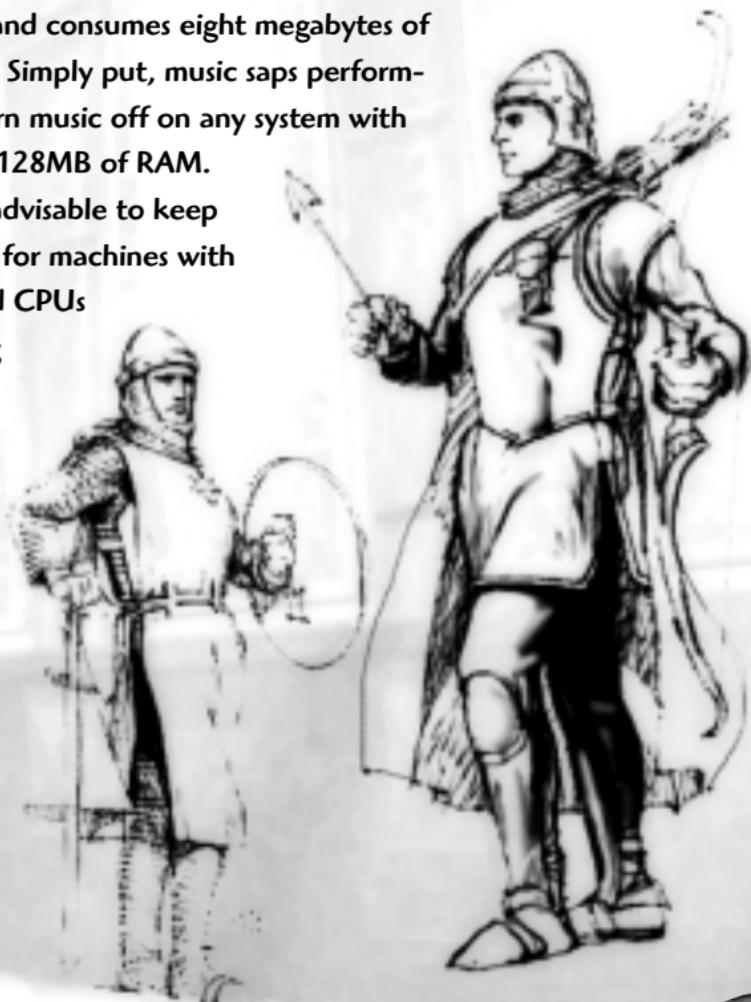
TECHNICAL SUPPORT

For technical support, the Infogrames United Kingdom Helpline is open to telephone calls from 10:00 to 19:00 Monday to Friday (except Bank Holidays):

Technical Helpline Infogrames UK
21 Castle Street - Castlefield
Manchester
M3 4SW
ENGLAND

Tel: 0161 827 8060/1
E-mail: helpline@uk.infogrames.com

For further information visit the official web sites:
http://www.infogrames.co.uk
http://www.infogrames.com

Legend Entertainment Company

Game Designer/Writer	Glen Dahlgren
Producers	Mike Verdu
	Mark Poesch
	Glen Dahlgren
Art Director	Glen Dahlgren
Executive Producer	Mike Verdu
Technical Lead	Mark Poesch
A.I. Lead	Ryan Ovrevik
Technical team	Mark Poesch
	Ryan Ovrevik
	Aaron Leiby
	Mike Fox
	Jess Crable
	Sam Brown
	Jim Montanus
Additional Programming	Duane Beck
	Warren Marshall
Level Design Team:	
Lead Level Designer	Scott Dalton
Level Designers	James Parkman
	Warren Marshall
	Matthias Worch
	Dave Kelvin
Additional Level Design by:	
Level Designers	Aaron Logue

	Steve Fukuda
	Tim Jervis
UI Development:	**Paul Mock**
	Julie Airoldi
	Mike Fox
	Mark Poesch
	Jim Montanus

Art Team:
Art Lead/Director	**Paul Mock**
Effects Artist	**Robert Wisnewski**
Texture Artists	**Julie Airoldi**
	Marc Tetreault
	Cindy Wentzell
Character Skin Artist	**Joel Walden**
Character Modeler	**Sherer Design Associates**
	Joel Walden
Character Animator	**Evolution Graphics**
Architect	**Paul Mock**

Additional Character Animation by:
Character Animators	**Joel Walden**
	Robert Wisnewski

Sound and Music Team:
Music Composers	**Robert Berry**
	Leif Sorbye
Sound Effects Engineers	**Andy Frazier**
	Eric Heberling
	Tommy Tallarico Studios

Additional Music by:	
Composer	Andy Frazier
Cut Scene Animation Team:	
Director	Glen Dahlgren
Storyboards	Dub Media
	Kathleen Bober
Environment Importer	Dub Media
Animators	Blur Studios
	Spank Hole Studios
Additional Animation by:	
Animators	Dub Media
Voice Talent:	
Casting/Voice Directors	Glen Dahlgren
	Kathleen Bober
Narrator	Henry Strozier
Elayna Sedai	Colleen Delany
The Hound	Conrad Feininger
Ishamael, the Forsaken	Jeff Baker
Whitecloak Leader	Bob Supan
Amyrlin Seat	Lucy Newman Williams
Sephraem	Jacqueline Underwood
Cerist	Jacqueline Underwood
Trollocs	Bob Supan
Trolloc Clan Leader	George Wilson
Myrddraal	Bob Supan

Warders	Bob Supan
Mashadar	Bob Supan
Generic Whitecloaks	Bob Supan
	Jeff Baker
Poleine	Carolyn Stewart
Blue Sister	Lynn Filusch
Brown Sister	Shannon Parks
Angry Sitter	Lynn Filusch
Machin Shin	Lucy Newman Williams
	Conrad Feininger
	Carolyn Stewart
	Lynn Filusch
	Jeff Baker
Legion	Andy Frazier
	Deanne Guardino
Kyrin	Kathleen Bober
Whitecloak Guard	Glen Dahlgren
Proof-of-Concept Team:	Glen Dahlgren
	Mark Poesch
	Dave Townsend
	Dave Chladon
	Aaron Logue
	Paul Mock
	Cindy Wentzell
	Robert Wisnewski

Quality Assurance Team (Legend):	
QA Lead	Craig Lafferty
Testers	Grant Roberts
	Ben Leiby
	Charlie Cash

Production Team:	
Office Manager	Rosie Freeman
Production Assistance	Sam Brown
Assistant Producer	Craig Lafferty

GT Interactive

Producer	Jason Schreiber
Product Manager	Barbara Gleason
Director of Marketing	Tony Kee
Director of Communication	Dan Harnett
QA Manager	Steve Knopf
Test Lead	Jim Dunn
Senior Tester	Jeff Oviatt
Testers	Chris Dunn
	Aaron Harris
	Scott 'Cubbie' Donaldson
	Brandon Montrone
	Jon Marquette
	Doug Price
	Yume Gregersen

Director of Creative Services	Leslie Mills
Art/Trafficking Manager	Liz Fierro
Creative Director	Vic Merritt
Senior Graphic Designers	Lesley Zinn
Documentation Manager	Peter Witcher
Network/MIS	Mike Fassbinder
CD Replication	Patick Struhs
Localization	Mark Cárter
	Neil McKenna
	Ilja Doert
	Olivier Goulon
	Emanuelle
	Sam Brown
	Mike Fox

TERMINATION:
This Agreement and the licence granted hereunder will terminate automatically if you fail to comply with the provisions contained herein. Upon termination, you must destroy any and all copies of the Software and any related documentation.

LIMITATION OF LIABILITY:
IN NO CIRCUMSTANCES SHALL THE LICENSOR (INCLUDING ITS SUB-CONTRACTORS, SUPPLIERS AND/OR RESELLERS) BE LIABLE TO YOU OR ANY OTHER PERSON FOR ANY INDIRECT, SPECIAL, INCI-DENTAL, OR CONSEQUENTIAL DAMAGES (WHETHER FORESEEABLE OR NOT) NOR FOR DAMAGES FOR LOSS OF BUSINESS, LOSS OF PROFITS, LOSS OF CONTRACTS OR ANTICIPATED SAVINGS, LOSS OF GOODWILL, WORK STOPPAGE, COMPUTER FAILURE OR MALFUNCTION (WHETHER FORESEEABLE OR NOT) IN CONTRACT, TORT (INCLUDING NEGLIGENCE), BREACH OF STATUTORY DUTY, PRODUCT LIABILITY OR OTHERWISE ARISING FROM OR IN ANY WAY CONNECTED WITH THE USE OF THE SOFTWARE OR THIS AGREEMENT AS SHALL APPLY HAVING REGARD TO THE LAWS OF APPLICABLE JURISDICTIONS. IN NO EVENT WILL THE LICENSOR BE LIABLE FOR ANY DAMAGES IN EXCESS OF THE AMOUNT LICENSOR RECEIVED FROM YOU FOR A LICENCE TO THE SOFTWARE, EVEN IF THE LICENSOR SHALL HAVE BEEN INFORMED OF THE POSSIBILITY OF SUCH DAMAGES. YOUR STATUTORY RIGHTS AS A CONSUMER ARE NOT EFFECTED BY THIS PROVISION.

NON-ASSIGNMENT:
For the avoidance of any doubt, nothing in this Agreement shall entitle you to in any way assign or transfer any or all of the rights granted to you in accordance with the provisions in this Agreement to any third party.

GENERAL:
This Agreement represents the complete agreement concerning the licence granted hereunder and may be amended only by a writing executed by both parties. Any action related to this Agreement will be governed by English law. If any provision of this Agreement is held to be unenforceable, that provision will be removed and the remaining provisions will remain in full force.